Contents

Part I Living in Mixed Reality

1 Introduction: Divided Presence in Mixed Reality 3
Introduction 3
Feeling Present in Mixed Reality 5
Presence and Mediated Presence 5
Fragmented Presence in Mixed Reality 7
Integrated Presence in Blended Reality Spaces 9
References 11

2 The Problems of Design 13
Introduction 13
Objective Versus Subjective Views of Design 15
The Cognition-Action Dichotomy 16
The Human-User Dichotomy 18
Users and User-Centred Systems Design 20
What Is a Customer? 21
Human-Centred and Human-Experiential Design 22
The Virtual-Physical Dichotomy 24
References 26

Part II Human-Experiential Design

3 The Foundations of Human-Experiential Design 31
Introduction 31
Design as Mediator 32
Issues in Design Science and Research 36
Design Knowledge in Design Practice 36
Design Knowledge in a Problem-Solving Paradigm 39
Theoretical Models 41
Integrated Design Science: Towards Human-Experiential Design 42
References 44

4 Designing with Blends 47
Introduction: Combining the Physical and the Virtual 47
Metaphors and Design 48
Image Schemata and Metaphorical Projection 50
Image Schemata 50
Metaphorical Projections 54
Implications for Human-Experiential Design 55
Blends and What They Add to Metaphors 56
Desktop Interface as Blend 57
References 59

5 Bridging Contextual Gaps with Blended Reality Spaces 61
Introduction 61
The Importance of Context 62
The Contextual Reality Framework 63
Contextual Reality Gaps 65
Bridging Contextual Gaps Through Blended Reality Spaces 67
Tangibility and Co-presence in Blended Reality Space 69
References 71

Part III Blending Reality

6 Designing Blended Reality Spaces 75
Introduction 75
A Blended Reality Game 76
Physiotherapy for Children 80
A Blended Reality Space for Socially Isolated Older People 83
Blending Ambient Displays and Tangible Objects 85
References 90

7 Acting and Interacting in the Here and Now 93
Introduction 93
Designing for Humans 94
Acting and Interacting in the Here and Now 96
In Conclusion 98
References 100

Author Index 101

Subject Index 103

Springer

http://www.springer.com/978-3-319-30332-1

Human-Experiential Design of Presence in Everyday Blended Reality
Living in the Here and Now
Waterworth, J.; Hoshi, K.
2016, XI, 105 p. 23 illus., Hardcover
ISBN: 978-3-319-30332-1